

Codex: Tau Combine

Revision 4 / January 2009

A Note to Readers:

Many of the old terms for wargear and special rules have been changed. Please be sure to look at the wargear section and the special rules as outlined in the unit entry to see if there are any changes before you draw any conclusions!

Changes from Revision 3

- Tetras are now Scouts
- Added weapon options to XV15/25 Teams
- Fixed Plasma Rifle statline in Wargear
- Added range limitations to Markerlights
- Markerlight cost for Fire Warriors increased
- XV88 squad max increased
- Added armour save upgrade for Kroot
- Target Designators for Sniper Drones
- Corrected TX-42 Piranha upgrade
- Added Targeting Stabiliser and Fire Control System to Wargear
- Increased cost of Skyray
- Increased AP of cluster missile
- Changed ion cannon and cyclic ion blaster statline
- Added new guns for Hammerhead
- Switched around special rules for Lionfish Command Tank, Commander R'myr, and the Command Uplink
- The Lionfish Command Tank now Scouts

HQ

Cadre Commander..... 70 points

	WS	BS	S	T	W	I	A	Ld	Sv
Shas'el	4	5	5	4	3	4	3	10	3+

Unit Composition:

- 1 Shas'el

Unit Type:

- Jump Infantry (Jet Pack)

Wargear:

- Crisis Suit
- Bonding Knife

Special Rules:

- **Independent Character**
- **Inspiring Presence:** Non-Confederate units in your army within 12" of this model may re-roll any failed Morale tests.

Options:

- You must buy two of the following:
 - flamer +5 pts
 - burst cannon +10 pts
 - fusion blaster +10 pts
 - missile pod +10 pts
 - plasma rifle +15 pts
 - cyclic ion blaster +15 pts
 - airbursting fragmentation projector +20 pts
- Take stimulant injector +10 pts
- Take shield generator +20 pts
- Take any of the following:
 - target designator +5 pts
 - targeting array +10 pts
 - multi-tracker +10 pts
 - command uplink..... +20 pts
- May take one of the following:
 - vectored retro-thrusters..... free
 - iridium armour..... +10 pts
- May include up to two drones of the following types:
 - gun drone..... +10 pts
 - shield drone..... +15 pts
 - marker drone..... +15 pts

Commander Bodyguard Team..... 80 points

You may take one Commander Bodyguard Team for each Commander in your army (including the Cadre Commander, Commander Farsight, Commander Shadowsun, and Commander R'myr). This unit does not count against your HQ allowance.

	WS	BS	S	T	W	I	A	Ld	Sv
Shas'vre	3	3	5	4	2	3	2	9	3+

Unit Composition:

- 2 Shas'vre

Unit Type:

- Jump Infantry (Jet Pack)

Wargear:

- Crisis Suit
- Failsafe Detonator

Special Rules:

- **Independent Character**
- **Inspiring Presence:** Non-Confederate units in your army within 12" of this model may re-roll any failed Morale tests.

Options:

- You must buy two of the following for each model in the unit:
 - flamer +5 pts
 - burst cannon +10 pts
 - fusion blaster +10 pts
 - missile pod +10 pts
 - plasma rifle +15 pts
 - cyclic ion blaster +15 pts
 - airbursting fragmentation projector +20 pts
- Take stimulant injector +10 pts
- Take shield generator +20 pts
- Take any of the following:
 - target designator +5 pts
 - targeting array +10 pts
 - multi-tracker +10 pts
 - command uplink..... +20 pts
- May take one of the following:
 - vectored retro-thrusters..... free
 - iridium armour..... +10 pts
- May include up to two drones of the following types:
 - gun drone..... +10 pts
 - shield drone..... +15 pts
 - marker drone..... +15 pts

Lionfish Command Tank..... 120 points

	[Armour]			
	BS	F	S	R
Lionfish	4	12	11	10

Unit Composition

- 1 Lionfish

Unit Type:

- Vehicle (Skimmer, Tank)

Wargear:

- Burst Cannon
- 2 Markerlights
- Blacksun Filter

Special Rules:

- **Strategic Superiority:** Piranhas and Fire Warrior Teams with dedicated transports in your army all gain the ability to outflank.
- **Scouts**

Options:

- May take any of the following:
 - fire control system..... +5 pts
 - tracking stabiliser..... +10 pts
 - flechette dischargers..... +10 pts
 - disruption pod..... +10 pts
 - decoy launchers..... +25 pts
- May take up to four:
 - seeker missile..... +10 pts

Ethereal..... 50 points

	WS	BS	S	T	W	I	A	Ld	Sv
Ethereal	4	3	3	3	2	3	3	10	3+
Honour Guard	4	4	3	3	2	3	2	9	4+

Unit Composition:

- 1 Ethereal

Unit Type:

- Infantry

Wargear:

- Symbols of office (Ethereal only): Confers +1 attacks on the Ethereal.
- Honour Blade (Honour Guard only)
- Shield Generator

Special Rules:

- **Comrades in Arms:** The Ethereal and any Honour Guard with him may join a Fire Warrior Team. If he does so, the unit he joins gains +1 BS and has the Counter-Attack and Fearless special rules.
- **Civilian:** The Ethereal does not count as your obligatory HQ choice.
- **Fearless**
- **Counter-attack**

Options:

- May include up to two Honour Guards:
 - +15 pts per model
- May replace symbols of office with honour blade:
 - +10 pts

Kroot Master Shaper..... 70 points

	WS	BS	S	T	W	I	A	Ld	Sv
Master Shaper	5	4	4	3	3	4	3	9	4+

Unit Composition

- 1 Master Shaper

Unit Type:

- Infantry

Wargear:

- Kroot Rifle

Special Rules:

- **Kroot Expeditionary Force:** If your army contains a Master Shaper, your Kroot squads no longer have the Auxiliaries special rule. If you have no non-Confederate HQ choice in your army, you may only take one of any non-Confederate unit choice.
- **Stealth**
- **Move Through Cover**
- **Infiltrate**
- **Confederate**

Options:

- May take one of the following:
 - power weapon..... +15 pts
 - executioner..... +25 pts
- May take up to two of the following, without duplicating:
 - +1 Initiative..... free
 - +1 Toughness..... free
 - Fleet..... free
 - Furious Charge..... free
 - Poisoned attacks (4+)..... free
 - Wings (change unit type to Jump Infantry)..... free
 - Bushwhacker (this unit ignores Difficult Terrain)..... free

Shaper Council..... 100 points

You may take one Shaper Council for each Master Shaper in your army. This unit does not count against your HQ allowance.

	WS	BS	S	T	W	I	A	Ld	Sv
Shaper	4	3	4	3	2	3	2	8	4+

Unit Composition

- 5 Shapers

Unit Type:

- Infantry

Wargear:

- Kroot Rifle

Special Rules:

- **Stealth**
- **Move Through Cover**
- **Infiltrate**
- **Confederate**

Options:

- May include up to five additional Shapers:
..... +20 pts per model
- Any model may take any of the following:
- power weapon..... +15 pts
- You may upgrade every Shaper in the unit with up to two of the following, without duplicating:
+1 Initiative..... +1 pt per model
Fleet..... +1 pts per model
+1 Toughness..... +2 pts per model
Bushwhacker (this unit ignores Difficult Terrain)
..... +2 pts per model
Poisoned attacks (4+)..... +2 pts per model
Furious Charge..... +3 pts per model
Wings (Change unit type to Jump Infantry)
..... +3 pts per model

Commander Farsight..... 170 points

You may not include Farsight in any army that contains Commander Shadowsun or Commander R'myr.

	WS	BS	S	T	W	I	A	Ld	Sv
Farsight	5	5	5	4	4	5	4	10	3+

Unit Composition:

- 1 (Unique)

Unit Type:

- Jump Infantry (Jet Pack)

Wargear:

- Crisis Suit
- Bonding Knife
- Plasma Rifle
- Shield Generator
- Dawn Blade

Special Rules:

- **Independent Character**
- **Counter-Attack**
- **Inspiring Presence:** Non-Confederate units in your army within 12" of this model may re-roll any failed Morale tests.
- **Enclave Commander:** If your army includes Commander Farsight, you may take one XV8 Battlesuit Team as a Troops choice. Every infantry and jump infantry unit in an army that includes Farsight may take the Counter-Attack special rule for free.
- **Breakaway Faction:** No Ethereals or Confederate units may be included in an army that includes Farsight.
- **Dawn Blade:** The Dawn Blade is an ancient relic looted from the ruins of a shrine world. With this weapon, Farsight is a Monstrous Creature while in close combat.

Commander Shadowsun..... 170 points

	WS	BS	S	T	W	I	A	Ld	Sv
Shadowsun	5	5	5	4	4	5	4	10	3+

Unit Composition:

- 1 (Unique)

Unit Type:

- Jump Infantry (Jet Pack)

Wargear:

- 2 Fusion Blasters
- Stealth Field Generator
- Shield Generator
- Multi-tracker

Special Rules:

- **Independent Character**
- **Deep Strike**
- **Acute Senses**
- **Command-link Drone:** While Shadowsun is on the table, all non-Confederate units in your army may use her Leadership value for Morale and Pinning tests.
- **Advanced Target Lock:** Shadowsun may fire at two different targets.

Commander R'myr..... 150 points

	WS	BS	S	T	W	I	A	Ld	Sv
R'myr	5	5	5	4	4	5	4	10	3+

Unit Composition:

- 1 (Unique)

Unit Type:

- Jump Infantry (Jet Pack)

Wargear:

- Crisis Suit
- Bonding Knife
- 2 Plasma Rifles
- Shield Generator
- Multi-tracker

Special Rules:

- **Independent Character**
- **Inspiring Presence:** Non-Confederate units within 12" of this model may re-roll any failed Morale tests.
- **Positional Relay:** At the beginning of your Movement Phase (even on the first turn) you may choose to bring in from reserves any one XV8 Battlesuit Team or XV15/25 Battlesuit Team that is Deep Striking, instead of making a reserves roll for it.

ELITES

XV15/25 Battlesuit Team..... 100 points

	WS	BS	S	T	W	I	A	Ld	Sv
XV25 Shas'vre	3	3	4	3	1	3	2	9	3+
XV25 Shas'ui	2	3	4	3	1	2	2	8	3+

Unit Composition:

- 1 Shas'vre and 2 Shas'ui

Unit Type:

- Jump Infantry (Jet Pack)

Wargear:

- Stealth Suit
- Stealth Field Generator
- Bonding Knife (Shas'vre only)

Options:

- May include up to three additional Shas'ui: +30 pts per model
- You must buy one of the following for each model in the unit:
 - flamer free
 - burst cannon +5 pts
 - fusion blaster +10 pts
 - plasma rifle +15 pts
- Any model may take the following:
 - target designator..... +5 pts
- The Shas'vre may take:
 - markerlight..... +10 pts
- May include up to four drones of the following types:
 - gun drone..... +10 pts
 - shield drone..... +15 pts
 - marker drone..... +15 pts

XV8 Battlesuit Team..... 40 points

	WS	BS	S	T	W	I	A	Ld	Sv
XV8 Shas'vre	3	3	5	4	2	3	2	9	3+
XV8 Shas'ui	2	3	5	4	2	2	2	8	3+

Unit Composition:

- 1 Shas'vre

Unit Type:

- Jump Infantry (Jet Pack)

Wargear:

- Crisis Suit
- Failsafe Detonator
- Bonding Knife (Shas'vre only)

Options:

- May include up to two additional Shas'ui: +30 pts per model
- You must buy two of the following for each model in the unit:
 - flamer +5 pts
 - burst cannon +10 pts
 - fusion blaster +10 pts
 - missile pod +10 pts
 - plasma rifle +15 pts
- Any model may take up to two of the following:
 - target designator +5 pts
 - multi-tracker +10 pts
 - targeting array +10 pts
- May include up to four drones of the following types:
 - gun drone +10 pts
 - shield drone +15 pts
 - marker drone +15 pts

Pathfinder Team..... 70 points

	WS	BS	S	T	W	I	A	Ld	Sv
Pathfinder Shas'ui	2	3	3	3	1	2	2	8	4+
Pathfinder Shas'la	2	3	3	3	1	2	1	7	4+

Unit Composition:

- 1 Shas'ui
- 3 Shas'la

Unit Type:

- Infantry

Wargear:

- Pulse Carbine
- Networked Markerlight
- EMP Grenades
- Photon Grenades
- Bonding Knife (Shas'ui only)

Special Rules:

- Infiltrate

Options:

- May include up to four additional Shas'la: +15 pts per model
- Any model may replace its markerlight with a rail rifle and target designator:..... free

Dedicated Transport:

- May select a Minnow or a Devilfish.

Kor Support Liason..... 80 points

One Pathfinder squad in the army may include a Kor Support Liason. The Kor Support Liason does not count against your Elites allowance.

	WS	BS	S	T	W	I	A	Ld	Sv
Pathfinder Kor'ui	2	3	2	2	1	2	2	8	4+

Unit Type:

- Infantry

Wargear:

Photon Grenades

Special Rules:

- **Infiltrate**

- **Air Support:** In the Shooting Phase, the Kor Support Liason may use a markerlight token from the unit to which he is attached to execute a shooting attack against a unit in line of sight with one of the following profiles at BS5. When directed against vehicles, these attacks are resolved against the vehicle's side armour. To determine cover, roll a scatter die. On a hit, the Tau player chooses the point on the board edge for determination of cover. Otherwise, cover is determined by line of sight from the point on the board edge intersected by the ray indicated by the scatter die's arrow.

	Range	S	AP	Notes
Tracer Missile	unlimited	9	2	Heavy 1
Airburst Missile	unlimited	6	4	Heavy 1, Large Blast

TROOPS

Fire Warrior Team..... 80 points

	WS	BS	S	T	W	I	A	Ld	Sv
Shas'ui	2	3	3	3	1	2	2	8	4+
Shas'la	2	3	3	3	1	2	1	7	4+

Unit Composition:

- 1 Shas'ui
- 5 Shas'la

Unit Type:

- Infantry

Wargear:

- Pulse Rifle
- Bonding Knife (Shas'ui only)

Options:

- May include up to six additional Shas'la:
..... +10 pts per model
- May take photon grenades:..... free
- May take EMP grenades:..... +1 pt per model
- One Shas'la may take:
- Markerlight..... +15 pts

Dedicated Transport:

- May select a Devilfish.

Kroot Carnivore Squad..... 70 points

	WS	BS	S	T	W	I	A	Ld	Sv
Carnivore	4	3	4	3	1	3	1	7	-
Shaper	4	3	4	3	2	3	2	8	4+
Hound	4	0	4	3	1	5	2	5	-
Krootox Rider	4	3	6	4	2	3	3	7	-

Unit Composition:

- 10 Kroot

Unit Type:

- Infantry

Wargear:

- Kroot Rifle (Kroot only)
- Kroot Gun (Krootox Riders only)

Special Rules:

- **Stealth**
- **Move Through Cover**
- **Infiltrate:** If the unit does not include any Krootox Riders, it may infiltrate.
- **Confederate**
- **Support Detachment:** Before the start of the game, you may declare any Krootox Riders in this unit to be a separate unit that will deploy and act on its own for the rest of the game. A unit consisting only of Krootox Riders or only of Kroot Hounds is not a scoring unit.
- **Auxiliaries:** Kroot Carnivore Squads do not count towards an army's mandatory troops.

Options:

- May upgrade one Kroot to a Kroot Shaper:..... +15 pts
- May include up to ten additional Kroot:
..... +7 pts per model
- May include up to six Kroot Hounds:
..... +6 pts per model
- May include up to three Krootox Riders:
..... +30 pts per model
- If you take a Shaper, you may upgrade every Carnivore and Shaper in the unit with up to two of the following, without duplicating:
+1 Initiative..... +1 pt per model
Fleet..... +1 pt per model
+1 Toughness..... +2 pts per model
Bushwhacker (this unit ignores Difficult Terrain)
..... +2 pts per model
4+ Armour Save..... +3 pts per model
Poisoned attacks (4+)..... +2 pts per model
Stubborn..... +2 pts per model
Furious Charge..... +3 pts per model
Wings (Change unit type to Jump Infantry)
..... +3 pts per model

Gun Drone Squadron..... 60 points

	WS	BS	S	T	W	I	A	Ld	Sv
Gun Drone	2	2	3	3	1	4	1	5	4+
Heavy Gun Drone	2	2	3	4	1	4	1	5	4+

Unit Composition:

- 4 Gun Drones

Unit Type:

- Jump Infantry (Jet Pack)

Wargear:

- Twin-linked Pulse Carbine

Special Rules:

- **Fearless**
- **Deep Strike**
- **Helpers:** You may only choose one Gun Drone Squadron for each Fire Warrior Team in your army.

Options:

- May include up to four additional Gun Drones:
..... +15 pts per model
- May upgrade every Gun Drone to a Heavy Gun Drone, replacing the twin-linked pulse carbine with a twin-linked burst cannon:
..... +15 pts per model

DEDICATED TRANSPORTS

Devilfish Troop Carrier.....80 points

	BS	F	┌ Armour ┐	
			S	R
Devilfish	4	12	11	10

Unit Composition

- 1 Devilfish

Unit Type:

- Vehicle (Skimmer, Tank)

Wargear:

- Burst Cannon
- 2 Gun Drones
- Blacksun Filter

Transport Capacity:

- 12 models

Options:

- May replace gun drones with:
 - 2 burst cannons..... +10 pts
 - smart missile system..... +10 pts
- May replace burst cannon with:
 - markerlight..... +10 pts
- May take up to two:
 - seeker missile..... +10 pts
- May take any of the following:
 - fire control system..... +5 pts
 - tracking stabiliser..... +10 pts
 - flechette discharger..... +10 pts
 - disruption pod..... +10 pts
 - decoy launchers..... +25 pts

Minnow Speeder.....80 points

	BS	F	┌ Armour ┐	
			S	R
Minnow	4	11	10	10

Unit Composition

- 1 Minnow

Unit Type:

- Vehicle (Open-topped, Skimmer)

Wargear:

- 2 Gun Drones

Transport Capacity:

- 4 models (Pathfinders only)

Special Rules:

- **Stabilised Platform:** Models embarked in this vehicle may generate markerlight tokens and fire Heavy weapons if the vehicle has not moved faster than combat speed.
- **Infiltrate**

Options:

- May replace gun drones with:
 - smart missile system..... +10 pts
- May take up to two:
 - seeker missile..... +10 pts
- May take any of the following:
 - flechette discharger..... +10 pts
 - disruption pod..... +10 pts
 - decoy launchers..... +25 pts

FAST ATTACK

Vespid Stingwings.....60 points

	WS	BS	S	T	W	I	A	Ld	Sv
Vespid	3	3	4	4	1	5	1	6	5+
Strain Leader	3	3	4	4	1	5	2	9	5+

Options:

- May include up to eight additional Vespid:
..... +10 pts per model

Unit Composition:

- 1 Strain Leader
- 3 Vespid

Unit Type:

- Jump Infantry

Wargear:

- Neutron Blaster

Special Rules

- Skilled Fliers
- Confederate

Tetra Squadron.....90 points

	WS	BS	S	T	W	I	A	Ld	Sv
Tetra Shas'ui	2	3	3	3(4)	1	3	2	8	3+

Options:

- May include up to three additional Tetras:
..... +30 pts per model

Unit Composition:

- 3 Tetras

Unit Type:

- Jetbike

Wargear:

- Markerlight
- Twin-linked Pulse Rifle

Special Rules:

- Scouts

Piranha Squadron.....60 points

	BS	F	[Armour]	
			S	R
Piranha	4	11	10	10

Options:

- May buy up to two additional Piranhas:
..... +60 pts per model
- Any model may replace its burst cannon with:
- fusion blaster..... +5 pts
- May take up to two:
- seeker missile..... +10 pts
- May take any of the following:
- disruption pod..... +10 pts
- decoy launchers..... +25 pts
- May take the following for the squadron as one:
- flechette dischargers..... +10 pts
- Any model may upgrade to a TX-42, increasing its Side Armor Value to 11, losing Open-topped, and replacing its burst cannon and gun drones with:
- twin-linked rail rifle..... +5 pts
- twin-linked fusion blaster..... +10 pts
- twin-linked plasma rifle..... +15 pts

Unit Composition:

- 1 Piranha

Unit Type:

- Vehicle (Fast, Skimmer, Open-topped)

Wargear:

- 2 Gun Drones
- Burst Cannon
- Blacksun Filter

HEAVY SUPPORT

Hammerhead Gunship..... 140 points

	┌ Armour ┐			
	BS	F	S	R
Hammerhead	4	13	12	10

Unit Composition

- 1 Hammerhead

Unit Type:

- Vehicle (Skimmer, Tank)

Wargear:

- 2 Burst Cannons
- Railgun
- Blacksun Filter

Options:

- May replace railgun with:
 - ion cannon..... *free*
 - twin-linked long-barrelled burst cannon..... *free*
 - twin-linked long-barrelled plasma rifles..... *free*
 - twin-linked fusion cannon..... *free*
 - heavy missile pods..... *free*
- May replace both burst cannons with:
 - smart missile system..... *free*
 - 2 gun drones..... *free*
- May take any of the following:
 - fire control system..... +5 pts
 - disruption pod..... +10 pts
 - tracking stabiliser..... +10 pts
 - flechette discharger..... +10 pts
 - decoy launchers..... +25 pts
- May take up to two:
 - seeker missile..... +10 pts

Skyray Missile Carrier..... 150 points

	┌ Armour ┐			
	BS	F	S	R
Skyray	4	13	12	10

Unit Composition

- 1 Skyray

Unit Type:

- Vehicle (Skimmer, Tank)

Wargear:

- 2 Burst Cannons
- 6 Seeker Missiles
- 2 Networked Markerlights
- Blacksun Filter

Special Rules:

- **Skyray Missile Strike:** The Skyray may expend both of its own markerlight tokens to fire up to three seeker missiles at a target instead of the usual one.
- **Missile Rack:** The Skyray's standard complement of six seeker missiles is replenished at the beginning of each of your Shooting Phases.

Options:

- May replace both burst cannons to:
 - smart missile system..... *free*
 - 2 gun drones..... *free*
- May take any of the following:
 - fire control system..... +5 pts
 - disruption pod..... +10 pts
 - tracking stabiliser..... +10 pts
 - flechette discharger..... +10 pts
 - decoy launchers..... +25 pts
- May take up to two:
 - seeker missile..... +10 pts

XV88 Battlesuit Team..... 75 points

	WS	BS	S	T	W	I	A	Ld	Sv
XV88 Shas'ui	2	3	5	4	2	2	2	8	2+

Unit Composition:

- 1 Shas'ui

Unit Type:

- Infantry

Wargear:

- Broadside Suit
- Twin-linked Railgun

Options:

- May include two additional Shas'ui..... +75 pts
- Any model may take one of the following:
 - twin linked plasma rifles..... +10 pts
 - smart missile system..... *free*
- Any model may take one of the following:
 - target designator..... +5 pts
 - multi-tracker..... +10 pts
 - targeting array..... +10 pts
- May include up to four drones of the following types:
 - gun drone..... +10 pts
 - shield drone..... +15 pts
 - marker drone..... +15 pts

Sniper Drone Team.....80 points

	WS	BS	S	T	W	I	A	Ld	Sv
Shas'ui Spotter	2	3	3	3	1	2	2	8	2+
Sniper Drone	2	3	3	3	1	4	1	5	4+

Options:

- May include up to four more Sniper Drones:
..... +15 pts per model

Unit Composition:

- 1 Shas'ui Spotter and 3 Sniper Drones

Unit Type:

- Infantry

Wargear:

- Markerlight (Spotter only)
- Rail Rifle (Sniper Drones Only)
- Target Designator (Sniper Drones Only)
- Stealth Field Generator

Special Rules:

- Fearless

Wargear

Airbursting Fragmentation Projector

This weapon scatters fragmentation bomblets over a wide area. The airbursting fragmentation projector suffers no penalties for moving and firing.

Range	S	AP	Notes
24"	4	5	Assault 1, Barrage, Large Blast, Ignores Cover.

Blacksun Filter

Models equipped with blacksun filters may double the result of Night Fighting checks.

Bonding Knife

Fire Caste teams are commonly 'bonded' in a ceremony known as the Ta'lissera wherein they pledge support and community. This is signified by a blade known as a bonding knife. A unit with a bonding knife may regroup even if below half strength.

Broadside Suit

The XV88 Broadside battlesuit is a modified version of the Crisis battlesuit. Broadside suits do not possess the jet packs of the more agile Crisis suits, but are more heavily armed and armoured. Broadside Suits have the Slow and Purposeful and Acute Senses special rules, and may not embark in Devilfish transports.

Burst Cannon

The burst cannon is a multibarrel pulse cannon capable of high rates of fire.

Range	S	AP	Notes
18"	5	5	Assault 4

Command Uplink

Commanders with an exquisite sense of timing often opt to receive Crisis teams via aerial deployment during the course of a battle. If your battlesuit equipped with a Command Uplink is on the table, you may re-roll your reserve rolls – even successful ones.

Crisis Suit

The XV8 Crisis battlesuit is an advanced humanoid piloted robot that wields the latest in Tau weapons technology with a high degree of mobility. Crisis Suits confer the Acute Senses and Deep Strike special rules, and may not embark in Devilfish transports.

Cyclic Ion Blaster

This weapon unleashes a rapid stream of ionized particles through its multiple barrels.

Range	S	AP	Notes
18"	4	4	Assault 5, Rending

Decoy Launchers

Sophisticated electronic decoys allow Tau tanks to confuse the targeting sensors of enemy weapons to avoid taking damage. Vehicles equipped with decoy launchers may re-roll any result against them on the vehicle damage table, keeping the second result.

Disruption Pod

A vehicle equipped with a disruption pod is always treated as obscured to enemy units firing upon it from more than 12" away.

Drones

Tau are one of the few races to make widespread use of machine intelligence, and they frequently use automated devices known as drones to aid and augment their troops in the field. Drones are cheap, easy to produce, and regarded as equipment by Tau soldiers. As such, a unit composed only of drones does not yield kill points when destroyed, and drones which are removed as casualties from a unit do not count as casualties for the purposes of provoking morale tests or combat resolution.

All drones are fearless, have the same characteristics as a gun drone, and are of the same unit type as the unit to which they belong. There are three types of drones commonly used by the Tau Empire:

- *Gun Drone*

A gun drone is armed with a twin-linked pulse carbine. A vehicle equipped with gun drones, in addition to any other transport capacity it may have, has the capacity to transport two gun drones. In this

case, a unit of two gun drones begins the game embarked on the vehicle. These gun drones operate as passengers in every respect. They may embark to, disembark from, and fire from this vehicle as if it were open-topped.

- *Shield Drone*

Shield drones often are assigned to battlesuit teams in order to provide a degree of protection against high-powered weaponry. Shield drones have no weapons, but they do have a 4+ invulnerable save.

- *Marker Drone*

Marker drones are equipped with a markerlight to assist Tau units in landing their firepower more effectively.

EMP Grenades

Models equipped with EMP Grenades in combat with a vehicle may make one attack each with these grenades in lieu of their close combat attacks. For each hit, roll 1D6. On a 4 or 5, they inflict a glancing hit. On a 6, they inflict a penetrating hit.

Executioner

This monstrous chainsword ignores armour saves, doubles its user's Strength in close combat and rolls 2D6 for armour penetration against vehicles. A model equipped with an executioner always strikes at Initiative 1 in close combat.

Failsafe Detonator

If a unit with a failsafe detonator would be caught by a Sweeping Advance, you may opt to place a small blast template on a model in the unit so equipped. Each model under the template suffers a S4 AP5 hit, and the model that used the Failsafe Detonator is removed from play. Each of your units in the same combat may then fall back as if they had not been caught by the Sweeping Advance.

Fire Control System

This more powerful fire control computer can handle multiple sets of targeting sensors at a time. It allows each weapon on the equipped vehicle to fire at a different target.

Flamer

The flamer is a lethal weapon when employed by suicidal Crisis teams in densely packed terrain.

Range	S	AP	Notes
Template	5	4	Assault 1

Flechette Discharger

Powerful clusters of reactive charges are attached to the hulls of some Tau vehicles. If an enemy approaches, they fire off vicious clouds of steel flechettes. Any model that directs close combat attacks against a vehicle or squadron which is equipped with flechette dischargers will take a wound on a 4+ (with saves allowed as normal) before making its attacks.

Fusion Blaster

Emits a burning line of white-hot fusion that is excellent for penetrating a tank's armour.

Range	S	AP	Notes
18"	8	1	Assault 1, Melta

Fusion Cannon

Emits a burning line of white-hot fusion that is excellent for penetrating a tank's armour.

Range	S	AP	Notes
36"	8	1	Heavy 1, Melta

Heavy Missile Pods

A larger version of the missile pod, this weapon system makes the Hammerhead into a deadly light vehicle killing platform.

Range	S	AP	Notes
36"	7	4	Heavy 4

Honour Blade

The ceremonial blades carried by an Ethereal and his Honour Guard are not just for show. Honour blades count as power weapons that add 2 to the equipped model's Strength characteristic.

Ion Cannon

This weapon unleashes a hellish stream of ionized particles which react explosively with their target.

Range	S	AP	Notes
60"	6	4	Heavy 6, Rending

Iridium Armour

Additional blocks of highly dense iridium provide an increased measure of protection for the suit's pilot and vital systems. Models equipped with iridium armour have a 2+ armour save.

Kroot Gun

The Kroot mount larger repeater slug throwers on the backs of their larger Krootox cousins.

Range	S	AP	Notes
48"	7	4	Rapid Fire

Kroot Rifle

Kroot Carnivores use the slug-thrower as their weapon of choice. Vicious blades on either end of the gun confer +1 attack to the equipped model, but the model may not get another attack for an additional close combat weapon.

Range	S	AP	Notes
24"	4	6	Rapid Fire

Long-barrelled Burst Cannon

This variant of the burst cannon has greater range and hitting power, but at the cost of greater power requirements and weight, making it suitable only for Hammerheads' main armament.

Range	S	AP	Notes
36"	6	4	Heavy 6

Long-barrelled Plasma Rifle

This variant of the plasma rifle has greater range and hitting power, but at the cost of greater power requirements and weight, making it suitable only for Hammerheads' main armament.

Range	S	AP	Notes
48"	7	2	Heavy 3

Missile Pod

The missile pod is the weapon of choice for battlesuit teams engaging light armoured vehicles.

Range	S	AP	Notes
36"	7	4	Assault 2

Multi-tracker

This piece of electronics allows the model to fire two weapon systems in the Shooting phase instead of one.

Neutron Blaster

This specialised Vespidean weapon uses a crystal thingie to focus an energy emission into a deadly ray.

Range	S	AP	Notes
18"	5	3	Assault 1

Photon Grenades

These grenades are used to momentarily disorient attackers in close combat. They are defensive grenades as defined in the Warhammer 40,000 core rulebook.

Plasma Rifle

Best used as a stapler in lieu of more civilized means.

Range	S	AP	Notes
18"	6	2	Assault 2

Pulse Carbine

Some Fire Warriors are equipped with carbines instead of rifles in order to operate in a more mobile, close quarters capacity

Range	S	AP	Notes
18"	5	5	Assault 2

Pulse Rifle

The standard issue weapon of the Fire Warrior, the pulse rifle is a long-ranged infantry weapon, capable of laying down a fearsome hail of deadly particle pulses.

Range	S	AP	Notes
30"	5	5	Heavy 1
18"	5	5	Assault 2

Railgun

The Tau railgun uses linear electromagnetic accelerators to project a tank-killing kinetic dart at extremely high velocities. Alternatively, it can fire shells with a cluster of submunitions for effect against infantry.

	Range	S	AP	Notes
kinetic	72"	10	1	Heavy 1
submunition	72"	4	5	Heavy 1, Large Blast, Ignores Cover

Rail Rifle

Rail Rifles use a miniaturized version of the technology utilised in the deadly rail gun to equip elite troops with long-ranged firepower.

Range	S	AP	Notes
36"	6	3	Heavy 1, Pinning

Seeker Missile

Seeker missiles are mounted on a wide range of Tau vehicles, and are fired using markerlight tokens, as outlined in the Markerlight rules, and are one-shot weapons. Some seeker missiles are loaded with flachette bomblets instead of shaped high-explosive charges. These missile are effective against enemy infantry. Cluster bomb seeker missiles are also one-shot weapons. Seeker missiles cannot be removed by a Weapon Destroyed result on the vehicle damage table.

Each time a seeker missile is fired, the controlling player must choose the type of missile being fired.

	Range	S	AP	Notes
Cluster	unlimited	4	6	Heavy 1, Blast
HE	unlimited	8	3	Heavy 1

Shield Generator

The energy field projected by a shield generator confers a 4+ Invulnerable save on the equipped model.

Smart Missile System

This weapon system fires self-guided missiles that search for and engage the target independently. Smart missiles ignore Night Fighting rules and may be fired at a target without LOS.

Range	S	AP	Notes
24"	5	5	Heavy 4

Stealth Suit

Both XV25 and older XV15 stealth suits are equipped with highly advanced stealth field generators. Models equipped with Stealth Suits have the Acute Senses, Deep Strike, and Infiltrate special rules, and may not embark in Devilfish transports.

Stealth Field Generator

Enemy units that wish to fire upon a unit equipped with stealth field generators must pass a Night Fighting test in order to do so. Any drones controlled by a model with a stealth field generator are also shielded at no additional cost.

Stimulant Injector

This advanced life support system confers the Feel No Pain special rule on the equipped model.

Target Designator

A complex sensor array that allows the equipped model to fire upon a target different than that of its unit.

Tracking Stabiliser

This system uses gyroscopes to keep the vehicle's targeting sensors stable at high velocities. It allows the equipped vehicle to fire its weapons as if it were a Fast vehicle.

Vectored Retro-thrusters

These auxiliary thrusters provide the Crisis pilot with an enhanced ability to extricate himself from sticky situations. Models equipped with vectored retro-thrusters, along with any attendant drones, have the Hit And Run special rule.

Markerlights

A markerlight is an optical target painter used by the Tau Fire Caste to coordinate and guide their army's firepower. Markerlights, when mounted upon a vehicle, are considered to be a weapon system for the purpose of Weapon Destroyed results on the vehicle damage table. A markerlight can have a variety of effects on a battle.

Each unit which both has one or more markerlights and did not move (or, if it is a vehicle, moved no faster than combat speed) during the Movement phase generates one markerlight token at the beginning of your Shooting phase. When the unit fires, it may spend any or all of the tokens it generated for one (per token) of the following effects:

- The firing unit gains a +1 bonus to its Ballistics Skill against a unit within 36".
- The target unit within 36" receives a -1 penalty to its Cover Saves.
- The target unit within 36" receives a -1 penalty to any pinning tests provoked by this firing unit.
- The firing unit may fire a seeker missile at its target within 36". This missile may be fired along with any other weapons the unit is firing. The seeker missile has unlimited range, and will always hit on a 2+, regardless of the firing vehicle's Ballistics Skill.

Note that each token can be spent for a different effect, multiple tokens spent on the same effect are cumulative, and no effect lasts beyond the end of the turn on which it was generated.

A model with a markerlight may not fire any ranged weapons, unless it opts, at the beginning of the shooting phase, to refrain from generating a markerlight token. If it does not generate a markerlight token, it may fire as normal. Vehicles, however, do not have to refrain from generating markerlight tokens in order to fire as normal. They may do both.

Unused markerlight tokens are removed from all of your units at the end of your Shooting phase.

Networked Markerlights

Networked Markerlights operate in the same manner as regular markerlights, but with three exceptions.

Firstly, any friendly Tau unit which deepstrikes in a location where it is visible to a model with a networked markerlight may expend a token generated by a networked markerlight in order to not scatter. It is guided safely to its location by the painter's signature and lands where it was placed just as if it had rolled a hit on its scatter die.

Secondly, any friendly Tau unit (which does not have the Confederate rule) may spend markerlight tokens generated by networked markerlights when firing on a unit visible and within 36" of the the markerlights which generated those tokens.

Thirdly, at any time during the shooting phase, a friendly Tau vehicle may opt to spend a markerlight token generated by a networked markerlight to fire a seeker missile at a unit visible and within 36" of the model which generated the markerlight token.

The seeker missile has unlimited range, and its target does not have to be visible to the firing vehicle. The seeker missile may be fired in addition to any other weapons the vehicle fires this turn, and may be fired even if the vehicle is otherwise unable to fire this turn (though not, obviously, if the vehicle is wrecked). It does not have to be fired at the same target as the rest of the vehicle's weapons, nor does it have to be fired at the same time. It will always hit on a 2+, regardless of the vehicle's Ballistics Skill.

SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Cadre Commander	4	5	5	4	3	4	3	10	3+
Kroot Master Shaper	5	4	4	3	3	4	3	9	4+
Kroot Shaper	4	3	4	3	2	3	2	8	4+
Crisis Shas'vre	3	3	5	4	2	3	2	9	3+
Ethereal	4	3	3	3	2	3	3	10	4+
Honour Guard	4	4	3	3	2	3	2	9	4+
Commander Farsight	5	5	5	4	4	5	4	10	3+
Commander Shadowsun	5	5	5	4	4	5	4	10	3+
Commander R'myr	4	5	5	4	4	5	3	10	3+
Stealth Shas'vre	3	3	4	3	1	3	2	9	3+
Stealth Shas'ui	2	3	4	3	1	2	2	8	3+
Crisis Shas'ui	2	3	5	4	2	2	2	8	3+
Fire Warrior/Pathfinder Shas'ui	2	3	3	3	1	2	2	8	4+
Fire Warrior/Pathfinder Shas'la	2	3	3	3	1	2	1	7	4+
Kor'ui	2	3	2	2	1	2	1	8	4+
Kroot Carnivore	4	3	4	3	1	3	1	7	-
Kroot Hound	4	0	4	3	1	5	2	5	-
Krootox Rider	4	3	6	4	2	3	3	7	-
Drone	2	2	3	3	1	4	1	5	4+
Strain Leader	3	3	4	4	1	5	2	9	5+
Vespid	3	3	4	4	1	5	1	6	5+
Tetra Shas'ui	2	3	3	3(4)	1	3	2	8	3+
Broadside Shas'ui	2	3	5	4	2	2	2	8	2+
Spotter Shas'ui	2	3	3	3	1	2	2	8	2+
Sniper Drone	2	3	3	3	1	4	1	5	4+

Vehicle	Armour			BS
	Front	Side	Rear	
Lionfish Command Tank	12	11	10	4
Devilfish Troop Carrier	12	11	10	4
Minnow Speeder	11	10	10	4
Piranha	11	10	10	4
Hammerhead Gunship	13	12	10	4
Skyray Missile Carrier	13	12	10	4

Weapon	Range	Str	AP	Type	Notes
Airbursting Fragmentation Projector	24"	4	5	Assault 1	Barrage, Large Blast, Ignores Cover
Burst Cannon	18"	5	5	Assault 4	
Cyclic Ion Blaster	18"	4	4	Assault 5	Rending
Flamer	Template	5	4	Assault 1	
Fusion Blaster	18"	8	1	Assault 1	Melta
Fusion Cannon	36"	8	1	Heavy 1	Melta
Heavy Missile Pods	36"	7	4	Heavy 4	
Ion Cannon	60"	6	4	Heavy 6	Rending
Kroot Gun	48"	7	4	Rapid Fire	
Kroot Rifle	24"	4	6	Rapid Fire	
Long-barrelled Burst Cannon	36"	6	4	Heavy 6	
Long-barrelled Plasma Rifle	48"	7	2	Heavy 3	
Missile Pod	36"	7	4	Assault 2	
Neutron Blaster	18"	5	3	Assault 1	
Plasma Rifle	18"	6	2	Assault 2	
Pulse Carbine	18"	5	5	Assault 2	
Pulse Rifle					
(long range)	30"	5	5	Heavy 1	
(short range)	18"	5	5	Assault 2	
Railgun					
(solid shot)	72"	10	1	Heavy 1	
(submunition)	72"	4	5	Heavy 1	Large Blast, Ignores Cover
Rail Rifle	36"	6	3	Heavy 1	Pinning
Seeker Missile					
(Cluster)	unlimited	4	6	Heavy 1	Blast
(High Explosive)	unlimited	8	3	Heavy 1	
Smart Missile System	24"	5	5	Heavy 4	Does not require LOS